

Theme: Crafting

Art Direction: Low Poly

Title: WarForged

*WarForged* is a first-person, single-player crafting and management game in which you return to your war-scarred home village as a veteran blacksmith—just in time to rebuild both your forge and the community that depends on it.

Here, crafting is never an afterthought. You'll learn the blacksmith's art from the ground up, forging simple nails by hand before graduating to ornate, magic-infused weapons and armor. Every hammer strike matters: you decide exactly where and when to strike, how long to soak each piece in the roaring fire, and the precise moment to quench and harden red-hot metal.

But mastering the forge is only half the battle. As head of your smithy, you must manage your resources—securing ore, coal, and rare reagents—while juggling a steady stream of orders from villagers, merchants, and nobility. Do you pour your skill into crafting an elegant royal blade for a hefty reward, or hammer out a humble shovel for a struggling farmer whose gratitude bolsters the town's spirit?

Every decision shapes your village's fate and your own legacy. Rebuild your forge, expand your repertoire of patterns and tools, and discover the power that lies in each piece you create—because in *WarForged*, the true battle is fought not with swords, but with the strength of your craft.

Key features:

- Blacksmithing - core part of the game. Players will have to actually learn the skill to master the game.
- Indirect story decisions are placed upon players, where they need to balance their morals, coin purse and future of the whole village.